```
#include<graphics.h>
#include<math.h>
#include<conio.h>
#include<stdio.h>
void main()
{
int x[4],y[4],i;
double put_x,put_y,t;
int gr=DETECT,gm;
initgraph(&gr,&gm,"C:\\TURBOC3\\BGI");
printf("\n****** Bezier Curve
**********");
printf("\n Please enter x and y
coordinates ");
for(i=0;i<4;i++)
{
scanf("%d%d",&x[i],&y[i]);
putpixel(x[i],y[i],3);
// Control Points
}

for(t=0.0;t<=1.0;t=t+0.001)
```

```
scanf("%d%d",&x[i],&y[i]);
putpixel(x[i],y[i],3);
// Control Points
}

for(t=0.0;t<=1.0;t=t+0.001)
// t always lies between 0 and 1
{
put_x = pow(1-t,3)*x[0] + 3*t*pow(1-
t,2)*x[1] + 3*t*t*(1-t)*x[2] +
pow(t,3)*x[3]; // Formula to draw
curve
put_y =  pow(1-t,3)*y[0] + 3*t*pow(1-
t,2)*y[1] + 3*t*t*(1-t)*y[2] +
pow(t,3)*y[3];
putpixel(put_x,put_y, WHITE);
// putting pixel
}
getch();
closegraph();
}
```

```
******* Bezier Curve ************
 Please enter x and y coordinates 200 300
300 400
300 300
100 200
```